



**REGISTRATION NUMBER**

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## **SRINIX COLLEGE OF ENGINEERING**

**3<sup>ND</sup> INTERNAL EXAMINATION-2021-22**

Subject-**JAVA**  
Full Mark-**100**

Semester-**3<sup>rd</sup>**

Branch-**ALL**  
Time-**2.30Hrs**

**ANSWER ALL QUESTIONS (PART-A)**

**[2X10=20]**

1. What is JVM?
2. What do you mean by portability of a program? Is java language portable? If yes, Justify your answer
3. Name the access specifier not used with interface. Justify your answer
4. Differentiate between method overloading and Overriding.
5. Define Wrapper class.
6. Difference between throw and throws
7. What is an Event
8. What is the difference between an Applet and a Java Application?
9. How can we extract integer, float, double value from string. Write syntax with example
10. What are the two uses of keyword super in Java.

**ANSWER ANY EIGHT QUESTIONS (PART-B)**

**[6X8=48]**

1. Write a program in Java to implement the following: Create a function allUnique() that takes an integer array as input and returns true if all the integers in the array are unique, otherwise for any repetition it returns false.
2. What are the differences between package and interface?
3. Explain exception handling in JAVA. Write a program that generates custom exception if any integer value given from its command line arguments is negative.
4. Write a program in Java to read a file and count the number of occurrence of digit 5. Supply the file name as command line argument.
5. Explain how a thread is created by implementing Runnable interface.  
[CO3]
6. Describe the <applet> HTML tag. How do you pass parameters to an applet? Explain with one example.

7. Explain how applet will communicate with each other
8. State the differences between Swing and AWT. Explain important components and container in AWT.
9. What is the layout manager used in JToolBar? Can you change the layout manager? Explain your answer.
10. Write a Java program to find out factorial of a number using I/O Exception.

**ANSWER ANY TWO QUESTIONS (PART-C)**

**[16X2=32]**

1. Write a program using java swing to create a push button and a progress bar, such that every time, the button is clicked by the user the progress bar progresses by 5 units.
2. List the features of Java. Briefly explain each features with example.
3. What is super keyword and why it is used? Write a java program to find out cost, weight and volume of a box using multilevel inheritance and use super keyword at proper places?